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## ABSTRACT

This book is intended to teach computer understanding in a concise, straightforward manner using techniques children like such as storytelling, games, and activities. The 38 stories are divided into three sections: (1) "Meeting the Computer" -- basic computer use and care; (2) "Hardware" -- basic hardware, keyboarding skills, printing, and mouse use; and (3) "Software" -- saving, software care and handling, labels, loading software, CD-ROM, and Windows. No prior knowledge of computers is necessary, and this resource is not specific to any particular brand of computer or list of software titles. Each lesson includes a page to the teacher, containing an outline, lesson objectives, new words, and suggested guided activities. Each lesson also contains a story about a boy named Ryan's adventures in Computerland, where he meets personified pieces of hardware and software; illustrations; and review questions. The stories are designed to be shown on an overhead or opaque projector as they are read aloud by the teacher. The stories are. All of the computer games and activities accompanying the lessons are reproducible and can be photocopied as many times as needed. The publication also contains a glossary of short, factual definitions. (DLS)

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